

AlphaGo: A deep reinforcement learning system developed by Google's DeepMind that beat the world champion at the game of Go, a complex strategy game with more possible positions than there are atoms in the universe.

Overview:

AlphaGo was developed by Google's DeepMind team in 2016 and made history by defeating Lee Sedol, one of the world's best Go players, in a 5-game match. The system uses a combination of deep neural networks and reinforcement learning techniques to make its moves.

The neural network is trained on a large dataset of expert Go games and learns to predict the best moves in a given position. The reinforcement learning algorithm then uses these predictions to play against itself and other players, improving over time through trial and error.

BY @TAFADZWA RJ MHEUKA

[linkedin.com/in/tafadzwa-rj-mheuka-1a92b2183/](https://www.linkedin.com/in/tafadzwa-rj-mheuka-1a92b2183/)

RansomJunior (Tafadzwa RJ Mheuka) ([github.com](https://github.com))

[@tafadzwamheuka](https://medium.com/@tafadzwamheuka) (Medium Digest)

<https://www.kaggle.com/>